

**In the Claims**

Claims 1-32 (Canceled).

33 (New). A method for responding to user inputs to a computer comprising:  
providing a single software object that receives both spoken and non-spoken  
command information;  
firing an event when said object receives spoken command information; and  
firing an event when said object receives non-spoken command information such  
that the same object can handle both spoken and non-spoken command information.

34 (New). The method of claim 33 including providing a speech engine with a  
vocabulary command set for at least two tasks and communicating the appropriate command set  
for an active task to a speech engine.

35 (New). The method of claim 33 including associating a command with an  
identifier and associating the identifier with an action to be taken in response to a command,  
determining the identifier for a command and providing the identifier to said object.

36 (New). The method of claim 35 including instantiating said object in a container  
and communicating the identifier to the object for a command.

37 (New). The method of claim 36 including communicating information about a  
first spoken command to the container, checking an active vocabulary list in the container to  
determine if the first spoken command is one used in an active task, and if the first spoken

command is one used in an active task, transferring the identifier for the spoken command to said object.

38 (New). The method of claim 33 including handling spoken and non-spoken commands in the same way.

39 (New). An article comprising a medium storing instructions that, if executed, enable a processor-based system to:

provide a single software object that receives both spoken and non-spoken command information;

fire an event when said object receives spoken command information; and

fire an event when said object receives non-spoken command information such that the same object can handle both spoken and non-spoken command information.

40 (New). The article of claim 39 further storing instructions that, if executed, enable a processor-based system to provide a speech engine with a vocabulary command set for at least two tasks and communicate the appropriate command set for an active task to a speech engine.

41 (New). The article of claim 39 further storing instructions that, if executed, enable a processor-based system to associate a command with an identifier and associate the identifier with an action to be taken in response to a command, determine the identifier for a command and provide the identifier to said object.

42 (New). The article of claim 41 further storing instructions that, if executed, enable a processor-based system to instantiate said object in a container and communicate the identifier to the object for a command.

43 (New). The article of claim 42 further storing instructions that, if executed, enable a processor-based system to communicate information about a first spoken command to the container, check an active vocabulary list in the container to determine if the first spoken command is one used in an active task, and, if the first spoken command is one used in an active task, transfer the identifier for the spoken command to said object.

44 (New). The article of claim 39 further storing instructions that, if executed, enable spoken and non-spoken commands to be handled in the same way by the same object.

45 (New). A processor-based system comprising:

a processor; and  
a storage coupled to said processor, said storage storing instructions that enable the processor to provide a single software object that receives both spoken and non-spoken command information, fire an event once that object receives spoken command information, and fire an event once that object receives non-spoken command information such that the same object can handle both spoken and non-spoken command information.

46 (New). The system of claim 45 including an input device, coupled to said processor, to receive spoken commands.

47 (New). The system of claim 45, said object to handle tactily entered commands and spoken commands in the same way.

48 (New). The system of claim 45 wherein said storage stores instructions that, if executed, enable the processor-based system to provide a speech engine with a vocabulary command set for at least two tasks and communicate the appropriate command set for an active task to each speech engine.

49 (New). The article of claim 45 wherein said storage stores instructions that, if executed, enable a processor-based system to associate a command with an identifier and associate the identifier with an action to be taken in response to a command, determine the identifier for a command and provide the identifier to said object.

50 (New). The article of claim 47 wherein said storage stores instructions that, if executed, enable a processor-based system to instantiate said object in a container and communicate the identifier to the object for a command.

51 (New). The article of claim 48 wherein said storage stores instructions that, if executed, enable a processor-based system to communicate information about a first spoken command to the container, check an active vocabulary list in the container to determine if the first spoken command is one used in an active task, and, if the first spoken command is one used in an active task, transfer the identifier for the spoken command to said object.

52 (New). The article of claim 45 wherein said storage stores instructions that, if  
executed, enable spoken and non-spoken commands to be handled in the same way by the same  
object.